

HINTS FROM THE DESIGNER

Conserve helium; don't use any more than necessary to contain the Entity. When the Entity is resisting containment, try wiggling the joystick. Or, even better, to avoid a fight with the Entity, you may trick it into containment. To do so, move a containment wall very close to the edge of the portal to a position just before it would lock in. The Entity will not sense your trap. Next, fully lock in the other containment wall. Now the Entity knows what you are up to and resists by speeding up, but it is too late. If the first containment wall was positioned close enough to the portal, just a light push of the joystick is all that is required to contain the Entity. Remember, if you overshoot while positioning the first containment wall and it becomes locked in, you may push the joystick backward to start the effort over. Good luck.

DATE	SCORE	LEVEL

Force the Entity to move to the highest possible level of existence as fast as possible. Good luck and have lots of fun!

NOW AVAILABLE FOR YOUR ATARI 2600:

PICK UP –When You Score, You Score!!!

SAVE THE WHALES -A Whale Load Of Fun!

BANK HEIST –Fun You Can Bank On!

THE EARTH DIES SCREAMING -Beat the Aliens Or Bite The Dust!

SPACE MASTER X-7 –Blast The Hyperian Base Out Of Space!

FLASH GORDON -Heroic Rescue Beyond The Stars

REVENGE OF THE BEEFSTEAK TOMATOES –Once The Tomatoes Take Over, Will We Ever Ketchup!

CRYPTS OF CHAOS -Centuries of Mystery. Hours Of Fun!

FANTASTIC VOYAGE –A Heartstopping Adventure!

ALIEN –In Your Living Room, Everyone Can Hear You Scream!

TURMOIL –A Topsy-Turvey Rapid Reflex Test!

MEGAFORCE –Where Action Speaks Louder Than Words!

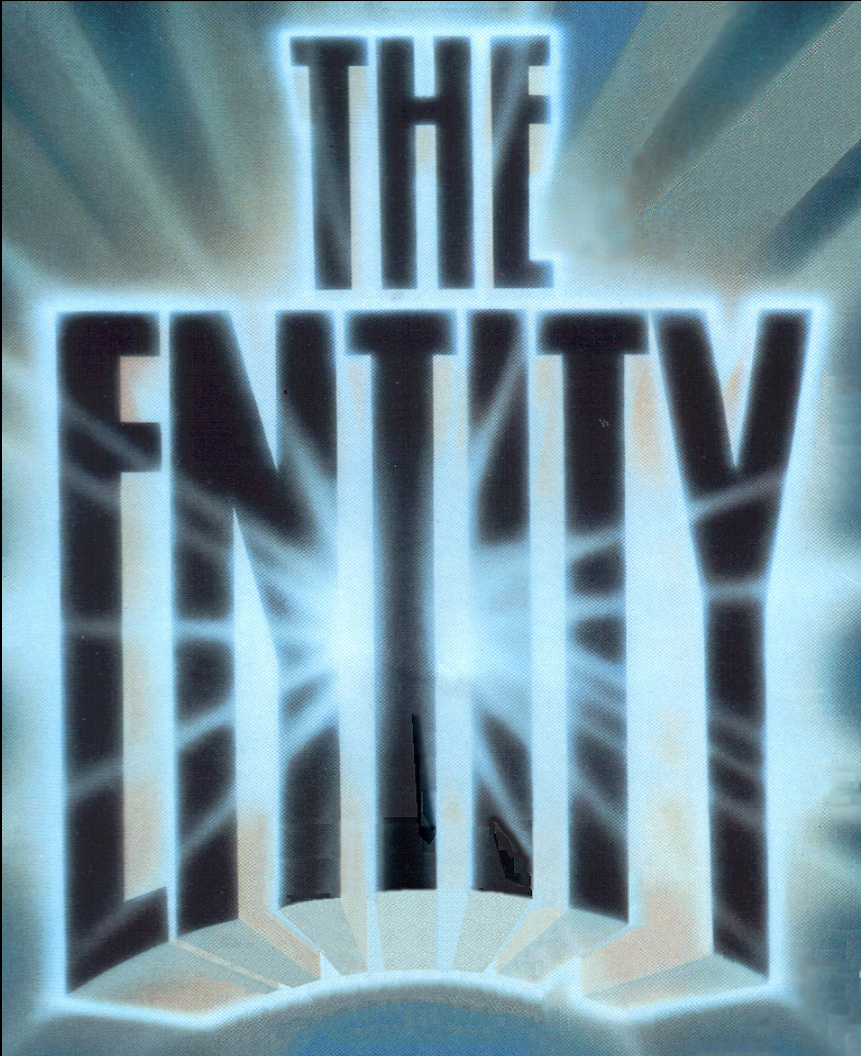
PORKY’S –More Fun Than A Greased Pig!

A game by: Mark Klein

Manual Designed by Leonard Herman

Released at Classic Gaming Expo 2003 August 9 & 10 — Las Vegas

Games of the Century™



# The Entity

## THE SET UP

Set up your video computer system controller as instructed in your owner's manual. Turn the power OFF and insert the Entity game cartridge.

## TO BEGIN

Turn the power on. Use the Game Select lever to select the initial play level, and then press the Game Reset lever or the joystick button to start the game. Now get ready for some fast action fun,

## THE OBJECTIVE

The objective is to move the Entity to the highest possible level of existence before running out of energy. This must be done rapidly to prevent the Entity from being pushed into the vat of liquid helium at the base of the screen.

## THE CONTROLS

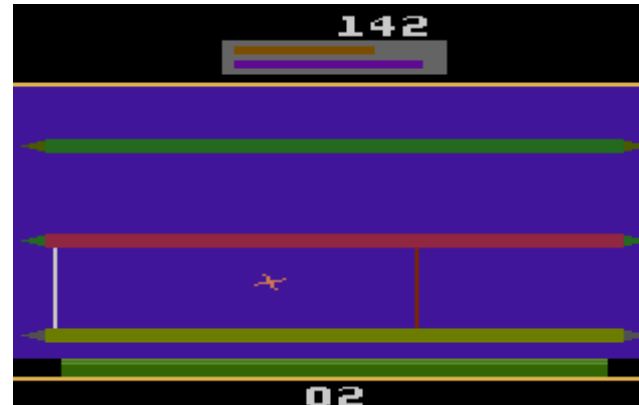
After locating the next barrier's portal, position the containment walls at the edges of the portal. Push the Joystick left to move the right containment wall to the left; push the joystick right to move the left containment wall to the right. When a containment wall is in position at the portal, it locks in and turns red. The Entity senses that you are about to trap it. It turns red and speeds up. After being locked in, a wall may be reset to its starting location by pushing the joystick backward. Pushing your joystick button sprays liquid helium on the Entity to slow it down.

The Entity will regain its speed as it thaws.

The Entity increases speed each time it is transferred to a higher plane of existence. Higher speeds cause it to be more resistant to your containment effort. If you can't contain it by the time it moves to the bottom of the screen, it will be frozen in the vat of liquid helium. Then, if there is energy on reserve, it will re-materialize at a slower, cooled down speed.

## SCREEN DISPLAY

During the game, your score appears at the top of the screen above your reserve energy indicator and



helium supply indicator. The current plane of existence is displayed at the bottom of the screen. After a record breaking game, record your score and final plane of existence on the back of this booklet.

## PLAY LEVELS

Push the Game Select lever to select the starting game difficulty level. All game levels get progressively more difficult as the Entity is raised to higher planes of existence.

Levels 1 or 5 Beginning  
Levels 2 or 6 Advanced  
Levels 3 or 7 Expert  
Levels 4 or 8 Easy Play

Levels 5 through 8 feature an invisible Entity.

Left Difficulty Switch:

Position A - Constant speed containment walls.

Position B - Accelerating containment walls.

The Right Difficulty switch and the B/W-Color switch have no effect on the game.

## SCORING

The closer you can keep the Entity to the top of the screen, the faster you will accumulate points. For each plane of existence you pass through, you are rewarded 100 bonus points. When passing through every 10th plane of existence your helium tank is refilled and you earn 500 bonus points. On every 50th plane of existence you receive additional reserve Entity energy.

